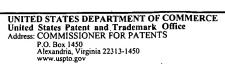




UNITED STATES PATENT AND TRADEMARK OFFICE



APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.	
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JOHN P WARD BLAKELY SOKOLOFF TAYLOR & ZAFMAN LLP 12400 WILSHIRE BOULEVARD 7TH FLOOR			VU, TUAN A		
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LOS ANGELES, CA 90025			2124	14	
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Please find below and/or attached an Office communication concerning this application or proceeding.

U.S. Patent and Trademark Office PTOL-326 (Rev. 11-03)

2) Notice of Draftsperson's Patent Drawing Review (PTO-948)

3) Information Disclosure Statement(s) (PTO-1449) Paper No(s)

Notice of Informal Patent Application (PTO-152)

Other:

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DETAILED ACTION

1. This action is responsive to the Applicant's request for consideration filed 11/10/2003. As indicated in Applicant's submission, claims 1, 4-6, 10, 13-15, 19, and 22-23 have been amended; and claims 3,12, 21 canceled. Claims 1-2, 4-11, 13-20, 22-25 are pending in the office action.

Claim Rejections - 35 USC § 103

- 2. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:
 - (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.
- 3. Claims 1-2, 4-7, 10-11, 13-16, 19-20, and 22-24 are rejected under 35 U.S.C. 103(a) as being unpatentable over Benson, USPN: 5,301,325 (hereinafter Benson), in view of Gosling, USPN: 5,668,999 (hereinafter Gosling).

As per claim 1, Benson discloses a method of monitoring processor resources, such method comprising:

determining if an architectural stack includes resources needed by a block of code (e.g. up-level stack, stack depths, routines - col. 4, lines 27-39; stack_check 151- Fig. 14b, Fig. 6), the block of code included multiple instructions (e..g basic block, routine, node - col. 4, lines 39-44; col. 10, lines 20-44);

testing with the execution flow representation of each block of code (e.g. *tuples, flow* graph - col. 12, line 21 to col. 13, line 47) to determine at the start of the block of code if said needed resources of the stack are correctly allotted (e.g. steps 190, 197 – Fig. 16; col. 4, lines 44-

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57; Fig. 12, 14; col. 13, lines 28-42 – Note: getting information to adjust stack and about stack changes since routine entry point implicitly discloses having determined resources allotted at start of routine); and

signaling an error if said resources needed for block of code are not correctly allotted (e..g col. 4, lines 61-66; col. 13, lines 48-57).

But Benson does not explicitly specify that determining if the resources of the stack are correctly allotted for the block of code execution is actually for determining if the needed resources of the stack for such block of code are available; nor does Benson expressly specify that signaling an error is in response to resources needed for the block of code being not available. However, Benson discloses processing of block of code since starting entry point until exit points in the flow graph to determine stack depth discrepancy (e.g. col. 18, lines 13-19) and to see required tuple (or block of code representation) references are there where they should be (e.g. steps 155, 157, 161, 166 – Fig. 14b); hence has suggested that references needed by the block of code are checked for being correctly stored in the stack. The checking to verify whether data pushed in the stack are actually available for the runtime execution of code during a preruntime verification is further evidenced with Gosling's disclosure. Indeed, Gosling, in a similar method to verify program code to learn about stack information and changes using analogous checking and error notifying as Benson, discloses emulating the runtime stack in order to determine whether the virtual operands, variables, or instructions, i.e. resources needed for runtime code are correctly matched with a previously recorded snapshot of the emulated stack and generate error messages when they aren't matched (e.g. cols.14-16, Appendix 1; Fig 4A-G; step 440 - Fig. 4B); hence has suggested how to check if the resources that will be needed for the Art Unit: 2124

runtime are available and correctly so. It would have been obvious for one of ordinary skill in the art at the time the invention was made to implement the block of code checking by Benson to include the matching of runtime needed stack resources with pre-runtime emulated stack data, and generate error message when those resources are not available as taught by Gosling because this would enhance the method of Benson with timely integrity checking of code prior to runtime; and also preclude stack overflow, and/or accommodate for data and platform discrepancies between environments in which the program is to be executed (see Gosling: col. 1, line 33 to col. 2, line 39).

As per claim 2, Benson discloses determining a set of available resources for each block of code and check the correctness of stack allocation of such resources (re claim 1) but does not explicitly specify determining that a set of such resources will be available after said block of code has been executed. However, Benson mentions about establishing resources state after the block of code has been executed (e.g. col. 13, lines 28-40) and what next block of code needs to have checked (e.g. Fig. 16). In view of such systematic block of code traversal and in combination with the teachings by Gosling, the limitation as to determine the set of needed resources available after the previous block of code has been executed would have been obvious for the same rationale as set forth in claim 1 above; and because the checking cannot stop at one block of code to ensure the integrity of the runtime data when in opposite, all the blocks of code are to be verified.

As per claim 4, Benson discloses compile time (*similar to a compiler* – col. 4, lines 1-38).

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As per claim 5, Benson does not explicitly disclose dynamically determining the resources; but Gosling discloses the verifier to be a dynamic program to check stack proper manipulations (e.g. col. 4, lines 47-59). It would have been obvious for one of ordinary skill in the art at the time the invention was made to implement the block of code checking by Benson to include the determining of runtime needed stack resources as taught by Gosling using a dynamic verifier because this would enable Benson code to be byte code usable in byte code interpreting environments as mentioned by Gosling, thus extending the code applicability of Benson's product to more executing environment.

As per claims 6 and 7, Benson does not specify branching to a handler routine but Gosling discloses a exception handler routine (e.g. col. 12, lines 16-18); and it would have been obvious for one of ordinary skill in the art at the time the invention was made to implement such handler routine to Benson's method detects a dire fault in resources allocation found in the stack especially when Benson's application program is byte codes used in a dynamic environment like that suggested by Gosling in order to address data incompatibility issue in a dynamic manner without interrupting the application process flow, thus obviating extraneous recovery network or business resources. But in case of simulation as in Gosling's teaching, simulating an exception handling routine would also have been obvious in case the whole process of verifying resources is for a pre-runtime environment.

As per claims 10-11, and 13-16, these claims are the computer-readable medium (see Benson: disk 17-Fig.2) or apparatus claims corresponding to method claims 1-2 and 4-7, respectively, hence are rejected herein with the same reasons as set forth above.

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As per claim 19, Benson discloses a computer readable medium having a first set of instructions (e.g. front-end ... input language, input to the translator – col. 8, lines 39-56), which when executed, generate a second set of instructions through a binary translation process, the second set of instructions (e.g. intermediate code – col. 11, lines 8-22; Fig. 4) when executed cause the processor to perform a method comprising the steps of:

determining (architectural stack ...);
testing (...resources available); and

signaling (...resources not available) just as have been recited in claim 1 above.

Hence these step limitations are rejected using the corresponding rejection of claim 1 as set forth therein, including the rationale with the obvious motivation to combine Benson and Gosling.

As per claims 20 and 22-24, these claims are the computer-readable medium claims corresponding to method claims 2 and 5-7, respectively, hence are rejected herein with the same reasons as set forth above.

4. Claims 8-9, 17-18, and 25 are rejected under 35 U.S.C. 103(a) as being unpatentable over Benson, USPN: 5,301,325 and Gosling, USPN: 5,668,999; as applied to claims 1, 10, and 19, respectively; and further in view of Yellin et al., USPN: 5,740,441(hereinafter Yellin).

As per claim 8, Benson does not specify using bit vector to represent resources but does provide condition code and tuple to represent resources in a flow graph tree (e.g. Figs. 5-6) while Gosling discloses using exception handler but in a method to pre-verify correctness of data prior to runtime using snapshot of stack to emulate runtime data requirements similar to that of Gosling, Yellin discloses using bit vector to implement the jump subroutines with bit vector to

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expedite the reaching to subroutine address (e.g. col. 6, lines 6-23; Fig. 3). To implement a dynamic checking as mentioned in claim 6 above, it would have been obvious for one of ordinary skill in the art at the time the invention was made to implement a bit vector as taught by Yellin to the resources investigated from the stack in Benson/Gosling's combination to expedite the process of traversing the flow of block of code for verifying of routines, thus to maintain the dynamic resources integrity checking and averting usage of error recovery resources during a runtime environment (e.g. byte code in JIT machine) where possibly processor and/or volatile resources would be limited, such potential limitation being well known in remote devices (e.g. wireless devices) in which the distributed byte codes as taught by Gosling are downloaded and executed.

As per claim 9, Benson and Gosling do not mention about bit vector; but Gosling mentions about simulating in a dynamic environment and using exception handling (re claims 5 and 6). Further, in view of Yellin's teaching of bit vector in a stack emulation environment similar to Gosling, the limitation as to generate a bit vector dynamically would also have been obvious for the same reasons as mentioned in claim 8 above.

As per claims 17-18, these claims are the computer-readable medium claims corresponding to method claims 8-9 above, respectively, hence are rejected herein with the same reasons as set forth above.

As per claim 25, this claim is the computer-readable medium claim corresponding to method claim 8, and is rejected herein with the same reasons as set forth above.

Response to Arguments

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5. Applicant's arguments with respect to claims 1, 4-6, 10, 13-15, 19, and 22-23 have been considered but are most in view of the new ground(s) of rejection.

Conclusion

6. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Tuan A Vu whose telephone number is (703)305-7207. The examiner can normally be reached on 8AM-4:30PM/Mon-Fri.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Kakali Chaki can be reached on (703)305-9662.

Any response to this action should be mailed to:

Commissioner of Patents and Trademarks Washington, D.C. 20231

or faxed to:

(703) 872-9306 (for formal communications intended for entry)

or: (703) 746-8734 (for informal or draft communications, please label

"PROPOSED" or "DRAFT"; and please consult Examiner before use)

Hand-delivered responses should be brought to Crystal Park II, 2121 Crystal Drive, Arlington. VA. , 22202. 4th Floor(Receptionist).

Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the receptionist whose telephone number is (703) 305-3900.

VAT

December 13, 2003

KAKALI CHAKI
SUPERVISORY PATENT EXAMINER
TECHNOLOGY CENTER 2100

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